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Curse of ENCHANTIA



Sucked into the cursed land of Enchantia, Brad finds himself chained and manacled inside a castle's dungeon. He escapes from the castle via a subterranean cave system and meets fortune tellers, magicians, dragons, elephant seals, fire demons plus many other colourful characters both friendly and otherwise! Travel with Brad to the Valley of the Lost, the Ice Palace and the Graveyard in his quest to ensure his safe passage home.

Curse of Enchantia is available on Commodore Amiga (1 meg only) and IBM PC compatibles.

Screen shots from IBM PC version.



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DESIGN LIMITED



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WHERE IT'S AT! #0

PREMIER ISSUE

PHENOMENAL PHEATURES:

INTRODUCTION

6 → 'Hello, good evening and well done!' Find out who we are and what we're about — but not what colour undies we wear!



34 **WIN £1000 OF SOFTWARE!**

Are we barmy? You bet! Ten wise winners'll walk off with one hundred pounds worth of Amiga goodies! Are you feeling lucky?



TOTAL RECALL

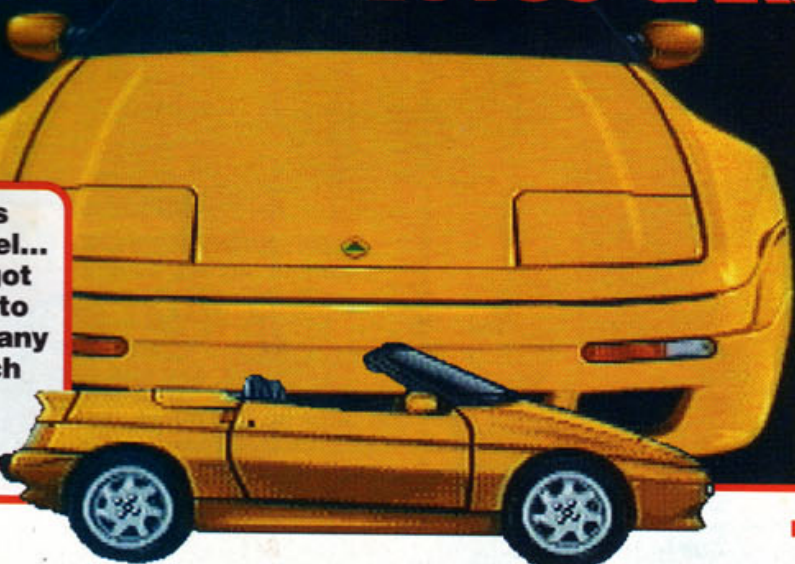
START YOUR ENGINES...

12 → The best ever driving games for the Amiga rounded up and reviewed by our very own Phil 'Lead Welly' King.



WIN A NEW LOTUS CAR!

68 → Okay, so it's only a model... but we've got 50 of them to give away, any one of which could be yours! Vrrrooommm



UN-USUALS

READ ALL ABOUT IT

9 → All the nifty nuggets of news we've been able to dig up... a veritable gold mine of information, hard hats optional!

JUST AROUND THE CORNER

12 → What's new, pussycat? No new Tom Jones songs are in the offing, so how about a peek at forthcoming Amiga releases instead?

RICH PICKINGS

19 → The very latest full-priced product takes the stand — the Amiga Force crew act as judge, jury... and executioner?

BARGAIN BASEMENT

26 → Piggy banks at the ready as we descend to the depths of the bargain basement. What special deals are on offer, then, guv?

PLAYING TIPS

35 → Goblins got you boggled? Tearing your hair out over R-Type? Then ease your worries and forget your woes with the biggest, baddest and bestest tips in town!

LEMMINGS LIFELINE

67 → If you're stuck on a level of Lemmings and simply can't work out what to do, let Sue E Side throw you a lifeline!

ENTER THE DOMAIN

70 → The Public Domain offers a sackload of software every month — most of it absolutely free! Find out what's new on the scene.

CUT OUT 'N' CHEAT

73 → No more rummaging through old issues searching for elusive cheats — clip out and keep these coupons with the game disks!

WHATEVER NEXT?

82 → Find out what the A-Team have in store for you in the next incredible issue of Amiga Force.

PLAYING TIPS

Goblins

One of the weirdest, wackiest and most wonderful games ever released for the Amiga features a trio of troublesome Goblins. On a mission to save their beloved king from an evil curse, the cheerful chappies must negotiate a plethora of puzzles while conserving as much of their precious energy as possible. A tough game (to say the least!), here's an annotated solution to get you through the early stages...



THE CAST



OUPS:
Picks up and uses objects - but can only carry one at a time...



ASGARD:
Not only can he climb, he also packs a mighty punch - a handy guy to have around!



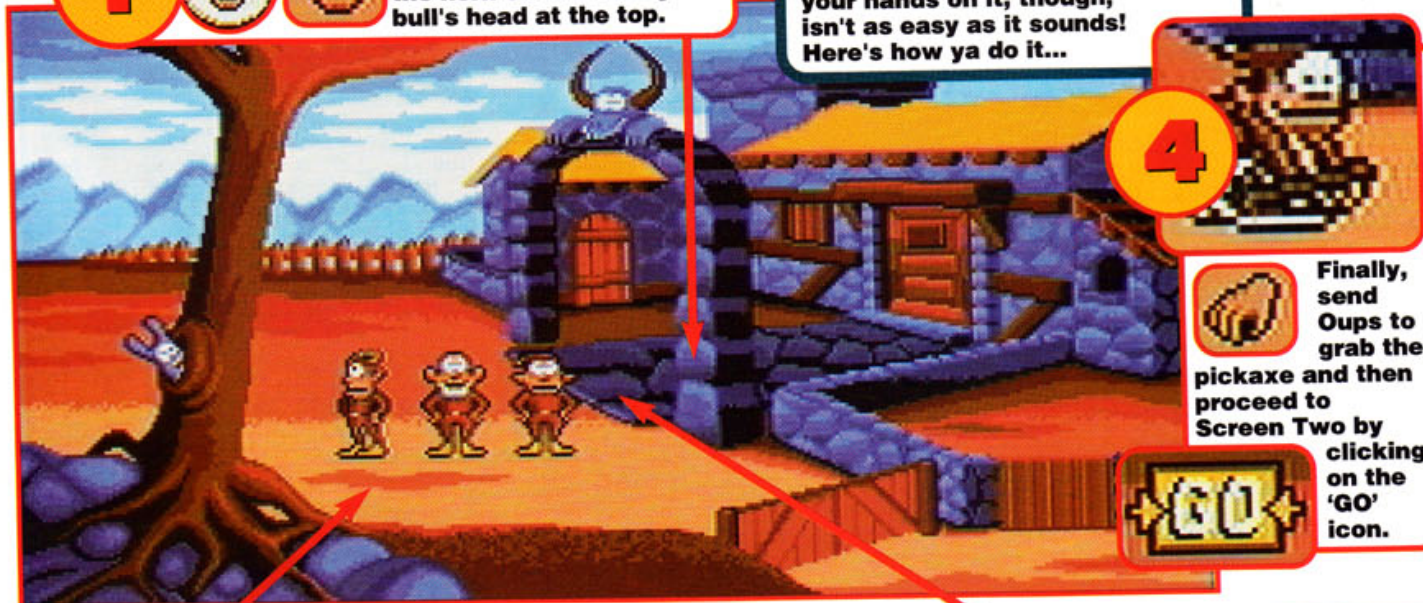
IGNATIUS:
Wacky wizard with a spell up his sleeve - magic!

1



Make Asgard punch the arch here - this will knock the horn off the barmy bull's head at the top.

SCREEN ONE: The object here is simple - find a pickaxe to progress to Screen Two. Getting your hands on it, though, isn't as easy as it sounds! Here's how ya do it...



4



Finally, send Oups to grab the pickaxe and then proceed to Screen Two by clicking on the 'GO' icon.



3



...which Ignatius can then turn into a pickaxe by casting a spell on it!



2



Oups can now pick up the horn and blow it! The noise will make a branch fall from the tree...



4

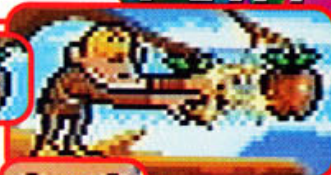


After a short wait(er?) the party arrives on **SCREEN TWO** - an apple tree, a broken bridge and a diamond mine. Hmm, this should prove entertaining...

PLAYING TIPS

1

To get the ball rolling here, Ignatius needs to cast spells on the second and last apples from the left. This will double their size...



2

After the wiz has done his biz and enlarged the apples, Asgard can punch 'em outta the tree so's Oups can pick 'em up...



3

Now send Oups to collect the apples - you'll notice he drops the pickaxe in order to do this, but don't worry. Carry the apples to the gap in the bridge and drop 'em in. Hey presto, you've just bridged the gap!



4

Go back and get the pickaxe, cross the bridge and smack the diamond out of the cave using the fist icon - careful positioning is required if you want to avoid an avalanche! Now pick up the gem and Screen Three will follow...



SCREEN THREE: Now you've got the diamond you'll find yourself back at the magician's house (Screen One).

Simply walk Oups to the front door and have him use the diamond - try anything else and you'll receive a cool reception!



ICONS

ARROW: Used by all three characters to move around screen, also enables the player to switch between characters.

FIST: Allows each character to access their special functions - makes Oups use his current object, Asgard punch and Ignatius cast his spell.

HAND: Only available to Oups - allows him to pick up and drop items.





TO ENTER THE GAME
YOU MUST NEGOTIATE
TUMBLE DRYERS, DO
AVOID WASHING MACH
SIDE-STEP GRANNIES



MASTER ZONE, GE FRIDGES, INES AND

Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

Check out the games in this place. There are literally hundreds of them. The latest and the greatest.

It's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

And more good news, buy any one of them and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).



The Zone is also a seriously hands-on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

In fact there are over 250 games so it might be a good idea to check out the Comet Top Ten Chart for starters.

So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

COMET
YOU KNOW WHERE TO COME.

All Comet stores will have a Gamesmaster Zone by 12th September 1992.

PLAYING TIPS

SCREEN FOUR: Inside the magician's house, and all you've got to do is give him the diamond. Easy? Not on your life!

3



Zzap! Ignatius must cast a spell on the left-hand plant.



6



The way is now clear for Oups to



collect the diamond (he'll have dropped it to pick up the jar), and take it to the magician by climbing up the book cover. Drop the gem into his hand and you'll have completed the first stage of the game. Well done!



5



Punch the book off the little table.



1



Forget the jar on the right (it's a whole different can of worms!), but get the left-hand jar and take it to the plant on the right of the magician's desk...



2



...then open the jar to release a fly. Gulp! As the plant munches away switch control to Ignatius.



4



Once the Wizard's work's been done, Asgard can climb the stem to reach the desk top. Now walk him over to the large book on the far right.



Well! The wizard had asked us to bring back from the depths of the Earth Amdain's Mushroom, Arachnide's Elixir, and the Bald Plant, in order to cure the King!



PHEW! IF YOU THOUGHT THAT WAS TRICKY, DICKIE, YOU AIN'T SEEN NOTHIN' YET. WAIT TILL YOU SEE WHAT'S COMING! TUN IN AGAIN TO THIS CHANNEL NEXT ISSUE FOR MORE GREAT GOBLIIN TIPS...

6

CUT-OUT 'N' CHEAT!

CHEAT CARDS

If you've ever wasted hours of good game time looking for a cheat you saw printed in a magazine three months ago, this section is for you — just cut out the cheat-sheets and keep them in your game box. If you haven't got the game, keep them anyway — it's your birthday this year, and you never know what you'll be getting!



CHEAT CARDS

1. SHERMAN M4
2. NORTH & SOUTH
3. TOTAL RECALL
4. HORROR ZOMBIES FROM THE CRYPT
5. FALCON
6. EXILE
7. ROGER RABBIT IN HARE RAISING HAVOC
8. DISC
9. SUPAPLEX
10. EPIC
11. ROBOCOP 3
12. THE SECRET OF MONKEY ISLAND 2
13. THE WIZ
14. STEVIE AND THE MAGIC BEARD
15. THE LEGEND OF ZELDA
16. GOBLINS 2
17. UNIVERSAL SOLDIER
18. BURGER KING



TOTAL RECALL

OK, it hasn't got much to do with the film, but when the product's this good, who cares? It's an essential purchase that'll have you thinking you're really there! Hold down the 'shift' key, then type THE DIDDY MEN. You can then press ESCAPE to skip levels.

NORTH & SOUTH

This has got the lot — graphics, playability, atmosphere — if you only splash out on one strategy game this year, buy this one because it's brill! To possess God-like attributes in every department, type the following code in the usual place; ADKITAKDVGZLRGWZ.

SHERMAN M4

The graphics are pretty good, but nothing outstanding. Will appeal to fans of the genre, but certainly not a ground-breaker. Type SOULPSYCHEDELICIDE on the title screen to gain infinite extends. Type THE PERFECT KISS for infinite ammo to kick ass!

EXILE

If you've already got the first one, and have enjoyed it, then get this superb sequel for more of the same! Go to the music menu, and select the first option twice (honest!), press keys 2 and 4, then escape twice. Infy lives will then be yours to waste at will!

FALCON

Three years in the making and the game's a pile of tosh! And they ripped off Battlestar Galactica for the plot! Level codes, if you need 'em; 1 - AURIGA 2 - CEPHEUS 3 - APUS 4 - MUSCA 5 - PYXIS 6 - CETUS 7 - FORNAX 8 - CAELUM

HORROR ZOMBIES FROM THE CRYPT

"Zombies have entered the building! They're coming up the stairs..." Thanks to *Zombie Flesh Eaters* for the closing dialogue... During play type CHEATMODE, then use F10 to skip levels.

SUPAPLEX

If you haven't got this already, don't miss out. On the title screen, type; BLRBSSBJ — Permanent fast shoes. RJSBJSBR — Permanent double rainbows. LBSURLSL — Continue after island 5. RRLBBSJS — Hidden food turns into money bags.

DISC

Disc is one of the most sadly neglected coin-ops ever. Now it's out on budget it won't be neglected by Amiga owners for very long! Type WHAT A NICE CHEAT on the map screen — if successful it'll turn purple, allowing you to start the game at any level.

ROGER RABBIT IN HARE RAISING HAVOC

There's something fishy about this game... a pixel-perfect collect-em-up on a budget label? On level one free all the lobsters and approach the entrance pipe. There'll be a green rock to the left of it — pull yourself down on it to access level six!

Lemmings LIFELINE

PLAYING TIPS

Not all Lemmings are suicidal suckers — this lady ain't for leaping! She's SUE E SIDE, and she's here to help you...

Depressed? Lonely? Suicidal? Phone the Samaritans! If you're stuck on a level of *Lemmings* though, write to: **SUE E SIDE, Amiga Force, Europress Impact, Ludlow, Shropshire SY8 1JW.** We'll need to know which game you're playing (the original *Lemmings* or the sequel), the level you're on (Tame, Crazy, etc), the screen title and access code. Requests for full solutions will be ignored.

3



When the Lemming is on the fourth peak from the sanctuary heading right, build a bridge. Keep replenishing his brick supply until he hits his head on the short length of brickwork below the platform.



4



He'll turn round and come down again. About two thirds of the way down build another bridge — two lots of bricks are sufficient. He'll then walk off the end and head for home.

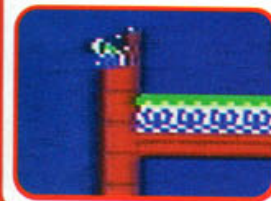


Level: **CRAZY**. Screen: **2**. Game: *Oh No — More Lemmings*. Screen: *Dolly Dimple*. Passcode: **FLCIHVTGBM**.

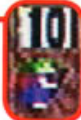
1



Turn a leftward-bound lemming into a **CLIMBER**, changing him into a **VERTICAL DIGGER** as he reaches the top of the brickwork. The other lemmings are too high to fall, so make sure you leave some brickwork to the right...



2



Now your Lemming is on the ground, make him a **BRIDGE BUILDER** in a dip close to the Sanctuary.



He'll then lay one brick and, as he's in a trough and can't build upwards, he'll turn around.

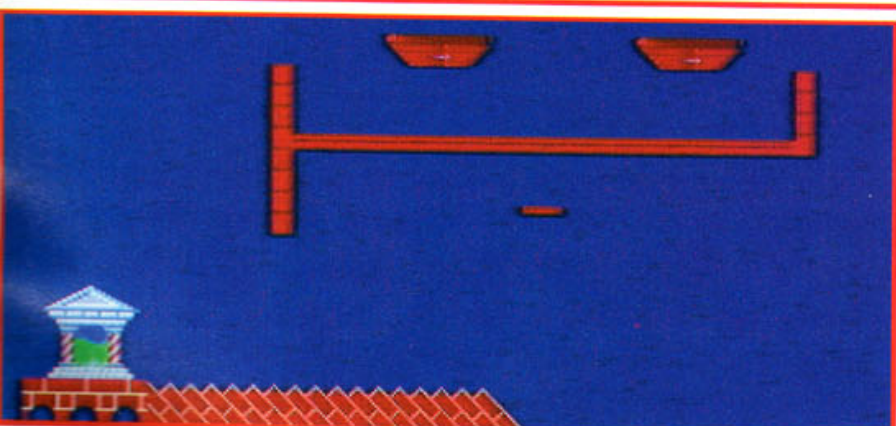


5



Release the rest of the Lemmings

by selecting **VERTICAL DIGGER**, and place the cursor as far to the left as possible. Hit the left mouse button and send our blue-suited buddies plunging to the ground, all heading left. If you've done it correctly, the bridges will break their fall and they'll all head for home!

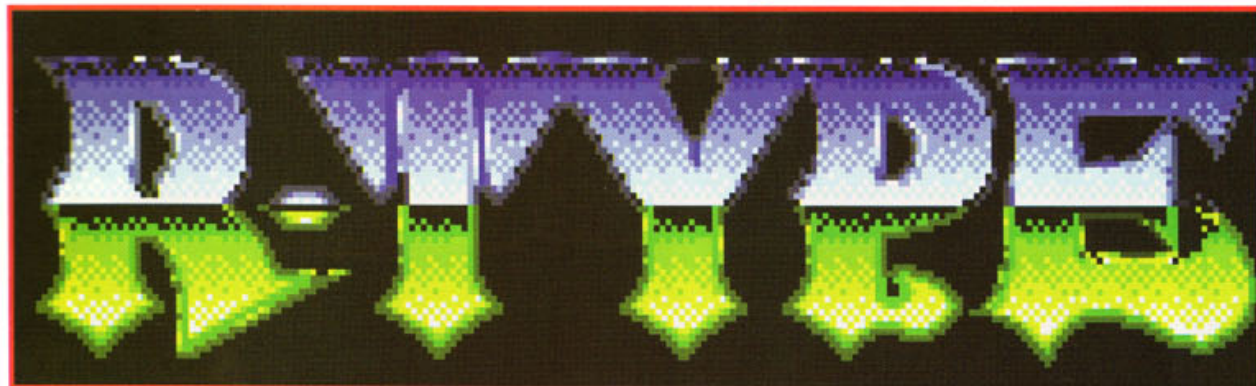


The blank canvas, so to speak, innocent enough you may think — but first impressions can be deceptive...



PLAYING TIPS

Use rapid single-shot fire to kill the red ships, as they seldom line up — unlike the yellow ones which can be despatched by holding down fire to activate the beam weapon.



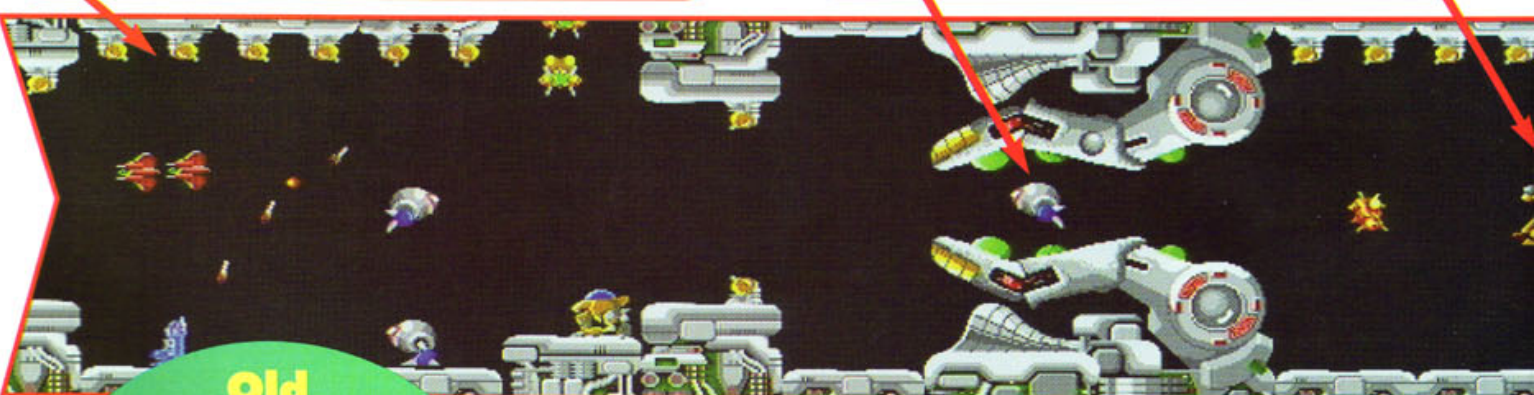
Watch out, your drone won't protect you against these huge fireballs. There's a couple of methods to deal with the creeps that fire them: either send the drone into them (hit the space bar), or keep moving up and down, using your beam weapon.

Once again, these fellas can be dealt with by sending your drone out in front, or just keeping it attached to the front of your ship and ramming them. Trouble is, die soon after and you restart here without your drone. In this case, use rapid fire and watch their bullets.



If you have the orb, use it smash into these guns. If you haven't, then some delicate aerial manoeuvres are in order!

Shoot this power-up ship to collect missiles. By now you should be heavily armed with drone and lasers, so the big jetpackers are no problem.



Old classics never die, they just get rereleased. R-Type is still one of the best shoot-'em-ups around, so get blasting with these red-hot tips!



The least of the powerful lasers, you normally only get these when you've picked up a red power-up

after dying and losing all your weaponry.

You're usually already heavily armed by the time you get these missiles, but they home in on enemies so can be useful.

ICONS

Pick up this orb and it floats just above your ship — just the job for knocking out gun turrets.



This speed-up makes your ship move quicker and speeds up activation of your beam weapon.

Shoot this to reveal a power-up — collect it and your helpful drone comes to join you.

PLAYING TIPS

If you've lost your drone, this section is very tricky. Shoot the first power-up ship, collect the speed-up and zip past the missile launcher. The second power-up gives you the drone, so you should then be okay.

Again there are two possible techniques here: use your drone (either in front or attached to your ship) to hit the vulnerable segment, or use the beam weapon. Either way, use the drone to deflect bullets.

LEVEL ONE

This big guy looks tough but he's a piece of cake to kill. Just position your ship level with his mouth, send in the drone and move to the top, just left of the eyeball to avoid his fire.

The top icon gives you the R-Type drone (below) which absorbs bullets, fires and can be attached to the front or back of your ship.



Diagonal lasers are great for getting at baddies hiding in nooks and crannies. They even bounce off walls, so with clever aiming you can even do ricochet shots.

We reckon these yellow things are meant to be fireballs — whatever they are, they're very useful as they follow the contours of the landscape.



This is the business! The most powerful lasers Zzap even the biggest baddies to smithereens with very few shots.



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RATES AND DATA

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THE FACTS:

WHY YOU CAN'T AFFORD TO IGNORE AMIGA FORCE...

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1 → AMIGA FORCE will be Britain's cheapest buy for dedicated Amiga game freaks. Weighing in at just £1.95 it's set to be an irresistible secondary purchase for anyone wanting the low-down on the best software for the lowest price.

NO DISK

2 → How many coverdisks do you need to make your magazine stand out from the crowd? 1?...2?...9,653? **AF** is breaking the mould in this overcrowded market - no disks - just a great read!

THE AF TEAM

AMIGA FORCE is brought to you by a highly skilled team with a proven track record in publications as diverse as ZZAP! 64, VIDEO WORLD, AMIGA COMPUTING and ORACLE TELETEXT.

The AMIGA FORCE team know what makes a good magazine great and the **AF** formula of ruthlessly detailed maps and playing guides is going to turn the market upside down!

AMIGA

NOW THERE'S A MAGAZINE WITH

GET ready for a revolution in Amiga games coverage. You are reading

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AMIGA FORCE is in good company - sister publication to two other Amiga magazines with unrivalled reputations. AMIGA COMPUTING from Europress Enterprise is Europe's fastest growing Amiga magazine and AMIGA ACTION from Europress Interactive is officially Britain's best selling Amiga games magazine.

AMIGA FORCE from Europress Impact is set to storm in as the perfect sister - providing the most detailed budget games and playing guide coverage available.

NATIONAL ADS

3

AMIGA FORCE is a new concept in magazine publishing so a national reader and trade promotional campaign will make sure our message is displayed loud-and-proud in the places where it matters. Watch out for NATIONAL RADIO, NATIONAL POSTERS and even PAN-EUROPEAN SATELLITE TELEVISION promotion!

4

PROMOTIONS

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THE POWER TO REACH THE HEART OF YOUR MARKET!

Elsewhere we have described AMIGA FORCE as a "new concept" in games coverage. That's no hollow boast but we're sure you will agree AMIGA FORCE does have something special to offer in a market over-populated with hoards of Amiga magazines all chasing the same readers.

AMIGA FORCE has no pretensions on being the "biggest", or the "fastest", or even the magazine with the most "attitude"

Quite simply AMIGA FORCE will be the best read around for anyone wanting to make the most of their Amiga - dedicated to providing the most detailed maps and the best budget games coverage available anywhere.

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AMIGA FORCE will hit a mature audience with high disposable income and a proven interest in Amiga software.

We have no market-leader position to chase and no axe to grind. A good reader relationship is built on trust and that's what AF delivers.



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CONTACT

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If AMIGA FORCE wouldn't be the same without an editorial feature on your game or product you had better pick up the 'phone pretty pronto and speak to Steve Shields.

OPPORTUNITIES

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